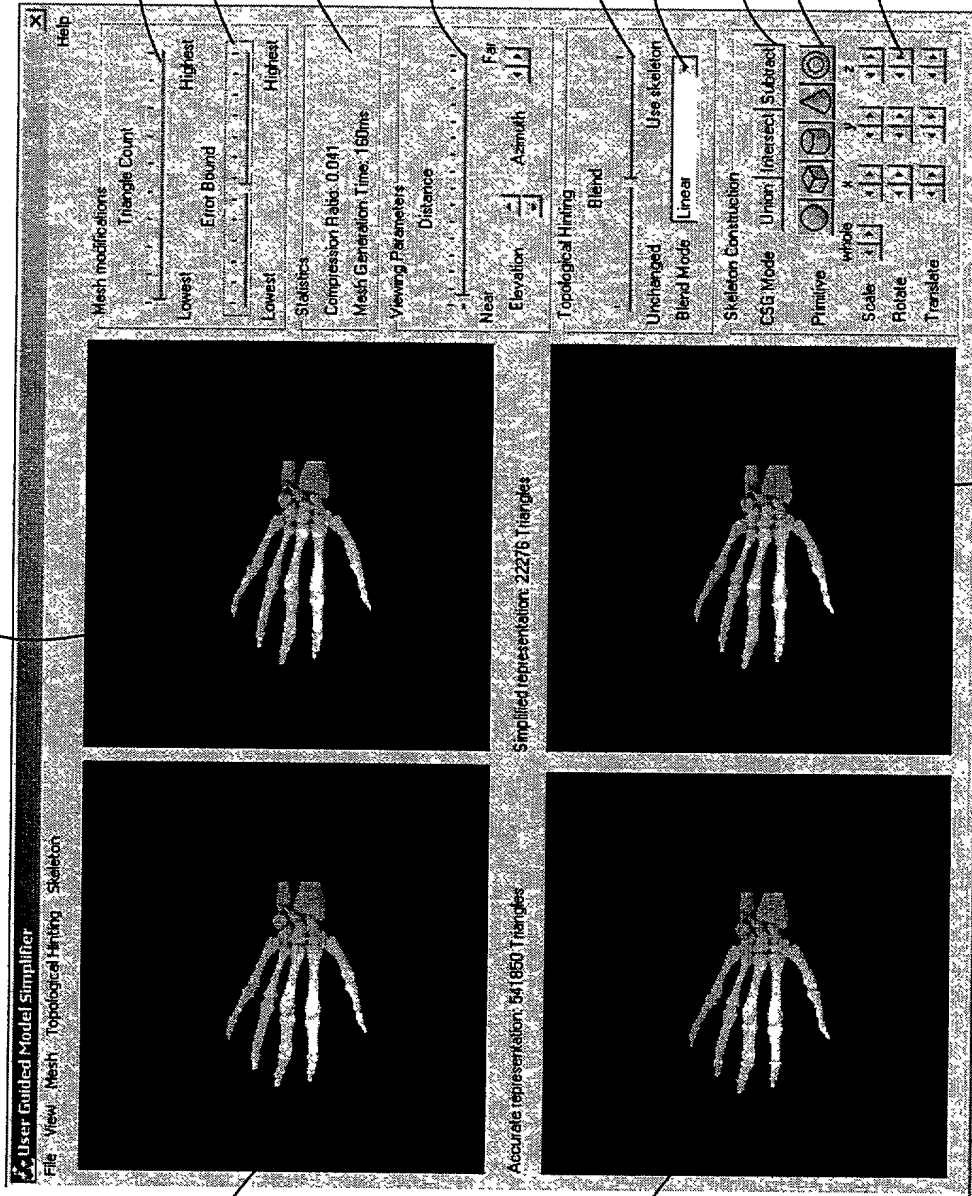


FIG. 1

FIG. 2 is a screenshot of a user-guided model simplifier software interface. The interface displays four views of a 3D model of a hand, showing the progression from an accurate representation to a simplified representation. The top view (201) shows the accurate representation with 541,850 triangles. The bottom view (202) shows the simplified representation with 222,76 triangles. The right view (203) shows the simplified representation with 222,76 triangles. The left view (204) shows the simplified representation with 222,76 triangles. The interface includes a menu bar (211) with options: File, View, Mesh, Topological Hiding, Skeleton, and Help. A toolbar (212) contains icons for various functions. A panel (220) on the right side of the interface displays statistics and viewing parameters. The statistics section shows: Compression Ratio: 0.041 and Mesh Generation Time: 180ms. The viewing parameters section includes: Near, Far, Elevation, Azimuth, and Distance. A panel (230) on the right side of the interface displays topological hiding options: Unchanged, Blend, and Use skeleton. A panel (240) on the right side of the interface displays skeleton construction options: CSG Mode, Union, Inverse, and Subtract. A panel (250) on the right side of the interface displays primitive options: Primitive, Scale, Rotate, and Translate. A panel (260) on the right side of the interface displays a grid of icons for various functions.

203



201

202

FIG. 2

200

204

Triangles	Cow	Triangles	Bunny
12	<10ms	502	<10ms
868	<10ms	2192	10ms
2010	10ms	21878	40ms
5202	10ms	69790	130ms
Triangles	CSG Object	Triangles	Hand
552	<10ms	12807	20ms
1848	10ms	49866	90ms
22584	40ms	197854	360ms
202564	360ms	541850	930ms

FIG. 3

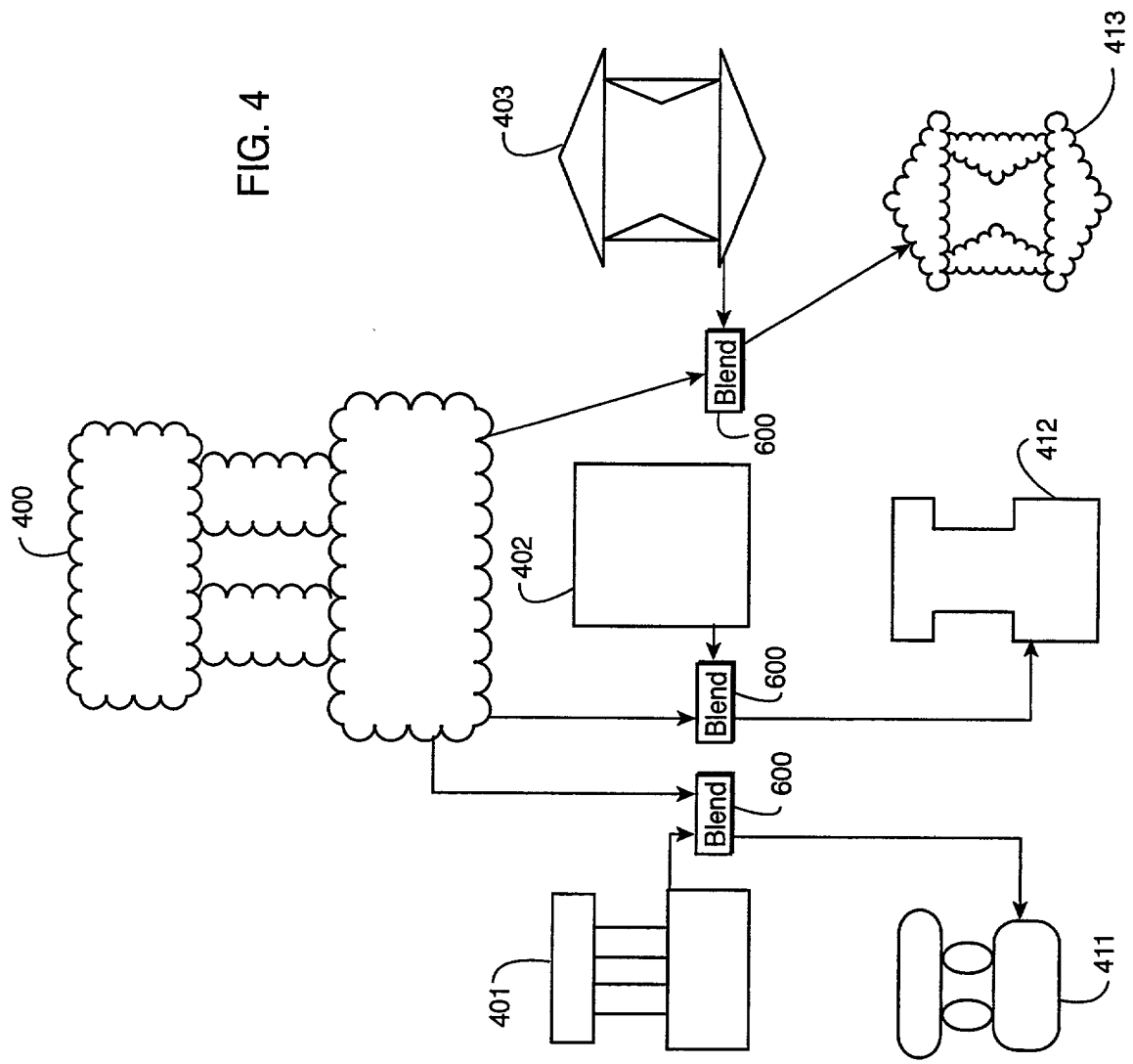


FIG. 4

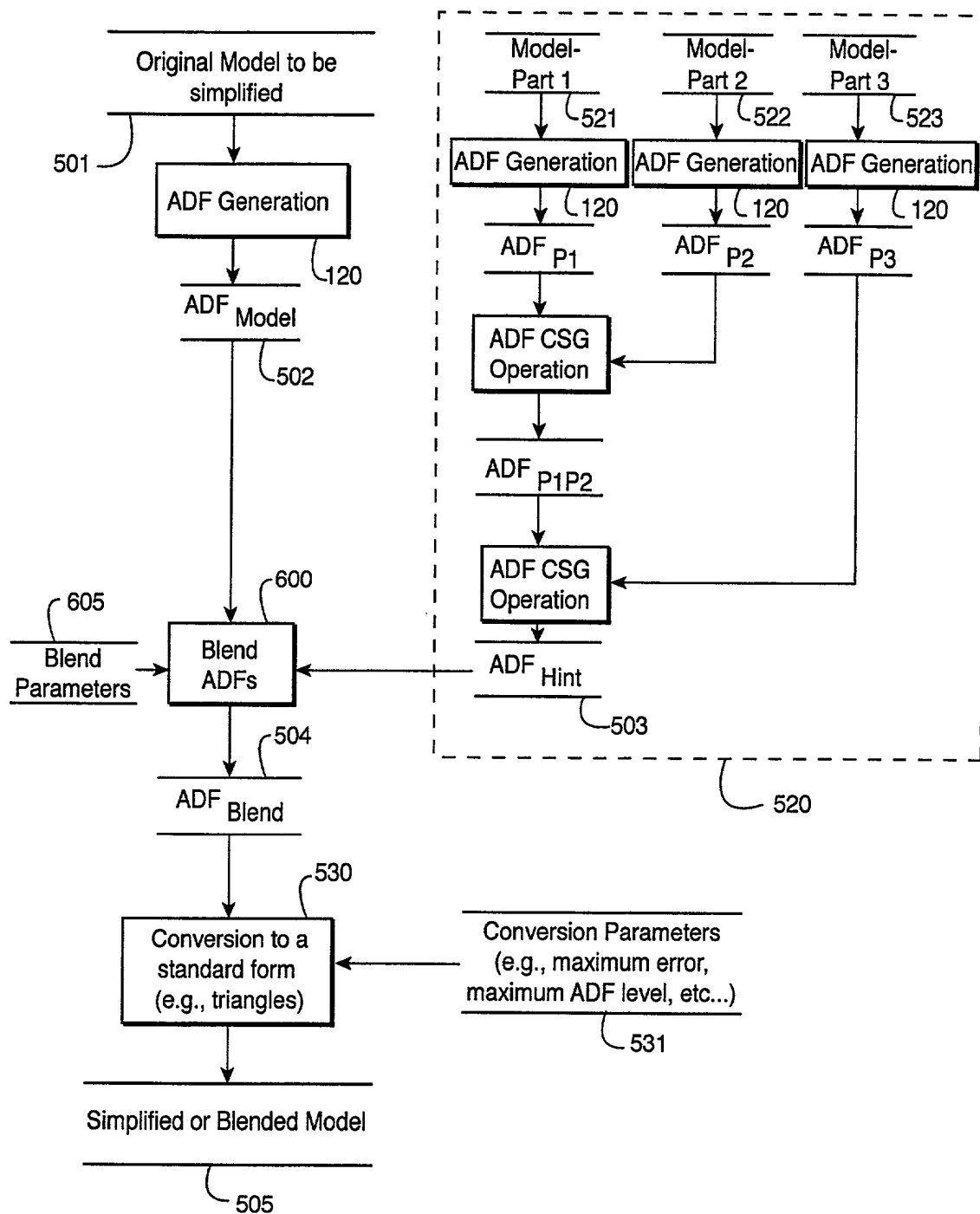


FIG. 5

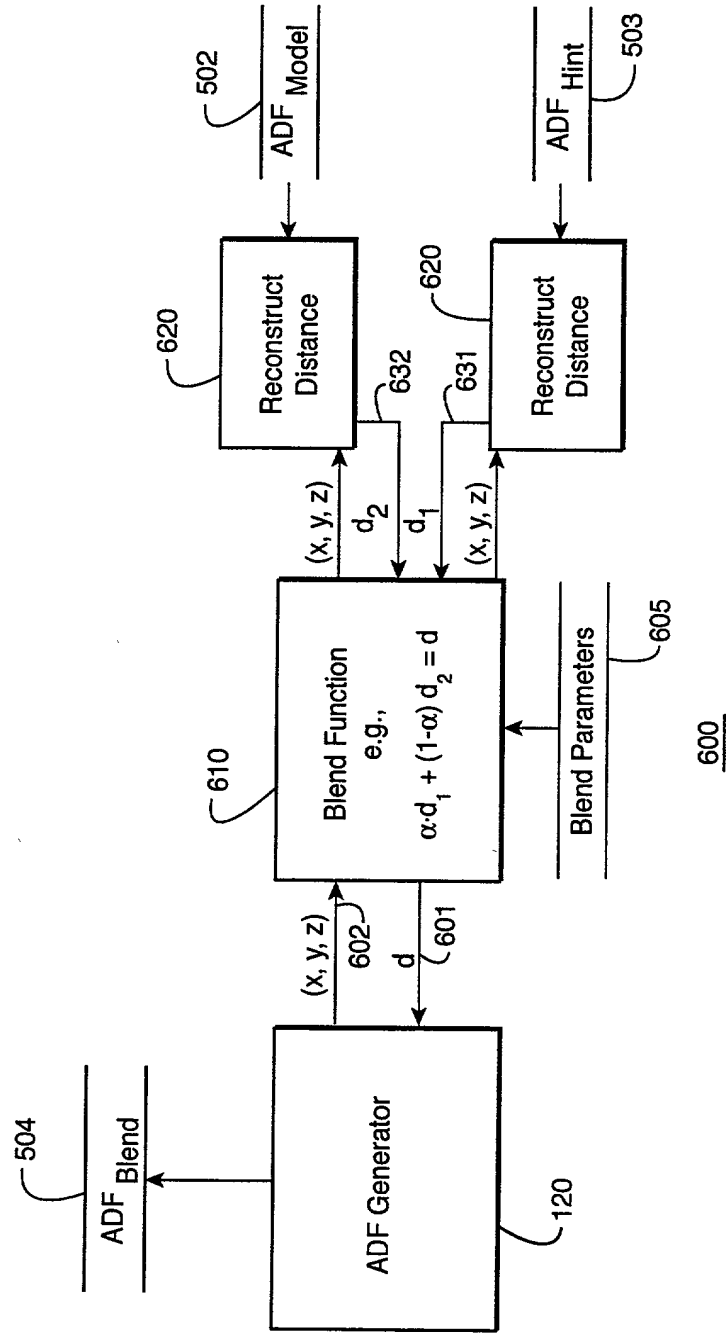


FIG. 6